

# **CCSDS** File Delivery Protocol (CFDP)

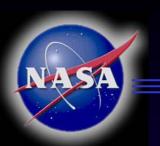
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## **AGENDA**

- ◆ Why CFDP?
- ◆ What is it?
- ◆ How does it work?

(CCSDS = Consultative Committee for Space Data Systems)



## Why CFDP? - Summary

- Loads and Dumps need improvement
- How? Use reliable file transfer protocol
- ◆ Which one?
  - Depends on your perspective
  - ❖ From NASA-wide perspective, use CFDP.



# Why CFDP?

- ◆ *Loads* and *dumps* need improvement:
  - Individual commands use CCSDS Telecommand protocols; reusable code
  - Real-time telemetry uses CCSDS Telemetry protocols; reusable code
  - \* Commands *loads* (of on-board programs/tables) require *custom* code for most missions.
  - \* Telemetry *dumps* (of science data) require *custom* code for most missions.



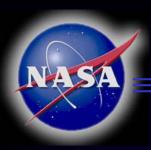
## Why CFDP?

- How to improve Loads and Dumps?
  - Loads and dumps are "file" transfers
  - Use a reliable file transfer protocol
  - \* Enables code reuse and increased automation



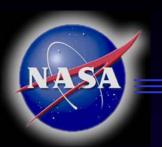
# Why CFDP?

- Which file transfer protocol?
  - Mission manager perspective
    - ♦ One that works well for *my* mission
  - NASA-wide perspective
    - One that works well for *all* missions
    - ♦ Reusable (*stable* standard)
    - ♦ Compatible with *both* existing infrastructure and IP



# Why CFDP? - Protocol comparison

<u>Protocol</u>	Missions?	Stable?	Exist+IP?
FTP	Some	Y	
CFDP	A11	Y	Y
MDP	Some/All		
NORM	?		



## Why CFDP? - Conclusion

- ◆ NASA-wide choice is CFDP
  - Works well for all missions (including near-Earth and Deep Space)
  - Stable (high probability of long-term reuse)
  - Compatible with both existing infrastructure and IP



## What is CFDP? - Summary

- ◆ Virtual Filesystem
  - \* CFDP delivers a block of data and a "filename"
  - \* "Filename" maps to a Virtual Filesystem
  - \* One CFDP node per Virtual Filesystem
- Reliable file delivery
  - ❖ Within CFDP = Acknowledged Service
  - ❖ By a lower layer = Unacknowledged Service
- Point-to-point; extensions support multiple hops



## What is CFDP? – Features

- ◆ Pause one transaction
- Pause all transactions (between passes)
- ◆ Filestore directives (e.g. rename file)
- ◆ Record-oriented files
- User Messages



# What is CFDP? – Implementer's view

- Reusable core module
  - \* Protocol engine

- Implementation-specific interface modules
  - \* User
  - Virtual Filesystem
  - Lower-layer communications
    - IP-related issues restricted to this module
    - ♦ Extensive CFDP/UDP experience



## How does it work? - Summary

- ◆ Transaction initiated by *Put Request* from User
- Sender transmits the whole file once.
  - \* Each "chunk" identifies its offset within file.
- For Acknowledged Service:
  - \* Repeat as necessary:
    - Receiver reports any gaps.
    - ♦ Sender retransmits gaps
  - \* Receiver reports "Finished"; Sender acknowledges.

## How does it work? – First, Sender drives...

- ◆ Metadata →
  - \* Source, destination, filename
  - Optional: Filestore Directive(s)
  - Optional: User Messages
  - Optional: non-default error-handling
- $\bullet$  File-data  $\rightarrow$ 
  - One per "chunk"; includes offset
- $\bullet$  EOF  $\rightarrow$ 
  - Specifies file length, includes file checksum
- ◆ (for Unacknowledged Service, done)

How does it work?  $- \dots$  then Receiver drives.

- lacktriangle  $\leftarrow$  Ack-EOF
- **♦** ← Nak

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- Specifies missing data
- (Deferred Nak; other modes exist)
- ◆ File-data →
- ◆ ← Finished
- $\bullet$  Ack-Finished  $\rightarrow$

How does it work? – Timers provide flexibility

◆ Ack-timer

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- \* Ensures EOF and Finished are delivered
- Mission-configurable
- Nak-timer
  - Ensures feedback is provided periodically
  - Mission-configurable
- ◆ Transaction-lifetime-timer
  - Clears out zombies
  - Mission-configurable



## How does it work? - User Requests

- Put
  - \* Starts a transaction.
- ◆ Cancel
  - \* Cancel one transaction.
- ◆ Suspend/Resume
  - \* Affects one transaction
- ◆ Freeze/Thaw
  - ❖ Pause all transactions (between passes).



## References

- Web sites:
  - \* www.ccsds.org CCSDS documents
  - www.ccsds.com commercial support
- CFDP documents:
  - \* CCSDS 727.0-B-2 (protocol specs)
  - \* CCSDS 720.1-G-1 (explanation)
  - \* CCSDS 720.2-G-1 (Implementers Guide)
- For info on core CFDP:
  - \* Timothy.J.Ray@nasa.gov 301-286-0581
- For info on multi-hop scenarios:
  - Scott.Burleigh@jpl.nasa.gov



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- 5. Standard Spacecraft Interfaces and IP Network Architectures: Jane Marquart
- 6. Standard Transport and Network Capabilities: Bob Durst
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- 8. Secure Space Networking: Howie Weiss
- 9. Delay Tolerant Networking: Scott Burleigh
- 10. CCSDS Link Layer Protocol Suite: Greg Kazz